

# **ACE-Saint Louis NEWSLINE**

**OCTOBER 1987  
VOLUME 3  
ISSUE 10**

## **OCTOBER-NOMINATIONS NOVEMBER-ELECTIONS**

This will be an important meeting, we will be nominating officers  
and each members input is very important, so please attend.



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St Louis, Missouri 63144  
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Meeting schedule  
second half 1987

October 7th • Wed • 7 PM  
November 4th • Wed • 7 PM  
December 5th • Saturday • 12 PM

ACE-STL Officers 1987  
President • Matthew Ratcliff  
Vice President • Jim Buchholz  
Secretary • Greg Kopchak  
Treasurer • Don McEntee  
Newsline Editor • Terry Shoemaker

Article submissions  
ACE-STL • Newsline Editor  
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## **ACE-STL NEWSLINE**

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SIG MEETING SCHEDULE  
ACE MEETING - OCTOBER 7TH  
THORNHILL LIBRARY.  
MIDI MUSIC - OCTOBER 20 KOPCHAKS  
ST SIG - OCTOBER 14 RANDALL'S  
8 BIT SIG- OCTOBER 29 - RANDALLS

Nominations will be taken for  
1988 Election of Club officers at the  
October meeting





# The 8-BIT SIG

## A SIG BY ANY OTHER NAME



On my first innocent incursion into the world of bulletin boards, I notice that the new SIG for users of Atari's other than ST was being called "XE SIG". Since our SIG covered all 8'Bit models, I figured that a tiny error had occurred. I left a message to that effect and thought that would be the end of it. Wrong Modem Mouth! I definitely bit off more bytes than I could eschew on this one! I evidently stepped on a sacred cow chip.

For Three weeks the controversy raged. Terry decided "8-Bit" sounded like pocket change. (Two bits, four bits, six bits...a dollar! All for 8-Bit stand up and Hollar!) The name "Ace 8" faired no better. It reminded him of a card game. Jim \* Gateway then looked down upon us from ST Land to suggest we paste XE stickers on our vanilla 800's.

This was quashed by Steve Freshley, who reminded Jim that since he no longer owned any 8-Bit machines, he could stick his label on his ST. (I think that's where he said.) Undaunted, Jim countered with "Antique SIG". Other mangled monikers were posted. "Mystery SIG", "Golden Oldies", (Thanks a LOT, Charlie Robinson!) and "6502 SIG" were suggested. One member liked "6502" so much, he sent a proxy vote to the meeting.

I am happy to report that after our "? SIG" meeting on the 24th, the 8-Bits have it! Sort of... After the vote, some purist was heard to mumble that other computers are 8-bit too. (Tdhanks again, Charlie Robinson!) So, lest someone with Terminal (pun intended) brain damage think this SIG is about Commodore or Apple, this IS the ACE 8-BIT SIG, hopefully shortened hereafter to 8-BIT SIG. Stay tuned.....

Joan Ryan

### Editors Note:

At the September "8-BIT SIG" it was announced that a message base would be established on the Gateway City BBS 647-3290 devoted to the Sig. Any member having a modem is welcome to join in on the board getting your daily "Fix" between SIG meetings.

Also at the September meeting we had a demo by Greg Kopchak of a Public Domain Checkbook Program which is as good as any comercial product that can be found. This program was from an Analog magazine and an announcement will be made when it is made available on club disk. This program will be worth the price of the disk alone.

Jeff Randall did a demo of "Mr Robot" an arcade game that has been around a while but many people have not see. The game is similar to others such as Miner 2049 and is available for sale at Randall Home Computer.

The meeting ended with a another demo from Greg Kopchak, this time it was Weather Forcaster, a very interesting program that provides you with a printout of everything you would want to know about weather conditions. Thanks to Greg and Jeff for their Demoes.

Next month we will have a demo by Jim Bucholz of a video Tape Titler Program he wrote along with 1 or 2 other demoes. Come on out October 29th to Randall's and join the most active SIG of ACE St. Louis. The 8-bit is back Jack.



# ← ST SIG →

## A New Direction

Lately the ST SIG has become little more than a "What's New in Software". This is all good and fine as everyone wants to see what is new but we need to put more substance into the meetings.

What we are going to attempt to do, starting with the October SIG meeting is show club members how to get the most out of your machine. The ST is a great computer and we have only scratched the surface of what it can do. Some club members are more knowledgeable than others and we will be calling on them to help us bring out everything that can be done.

There are many smaller things that the more experienced users now take for granted such as setting up Ram Disks, printing the screen, setting up DO files with FLASH, Printer Spoolers and much more. We will be looking for people experienced with certain programs like Publishing Partner, Flash, Degas, ST Writer and others to show people the tricks that come with everyday use of a program. We will show you what the "Best" desk accessories are and what the difference is between a program and a TOS file, how to install and application, there are just so many it is impossible to list them all but we will try to cover what we can.

We will also need input. What do you need help with? What do you want to be able to do with your computer? If there is not already a program to do it, there probably will be someday soon.

The interest in GFA Basic has died down a little and we will be combining the GFA meetings with the ST meetings for now. When things pick up with GFA we will again consider a separate meeting but we cannot continue to hold sig meetings for just a few members. This is asking too much of the Randall's who are already giving the club much needed support.

Don't Worry! We will still have Demoes of new software. This is an important way to see if the program is the one that fits your needs. We would rather have you buy a program and be happy with it then buy from an advertisement only to find it does not live up to your expectations.

Terry Shoemaker





# SAY MULT

SAY MULT Charles Robinson

It's back-to-school time so here's a program to help the youngsters get ready for math class again after the long summer break! SAY MULT is a multiplication table learning and practicing aid; it is unique in that it allows choosing any specific multiplication table for learning or review.

Besides practicing, SAY MULT is also very good for learning the multiplication tables. After choosing a table and the LEARNING TABLES mode, SAY MULT cycles through the table (from 0 thru 12) four times, with each pass printing faster and faster. The child should read each one out loud. The faster it goes, the more tongue-tied the youngster gets, and the harder the child tries to say it! The child starts concentrating on the game of trying to say the lines fast and quickly forgets that boring math tables are being learned. This works particularly well with two children, with the giggles coming as fast as the tables! (If there's no one to practice with your child, volunteer yourself -- you might even learn to not depend so much on that pocket calculator again!) My daughter and her friend were able to learn their multiplication tables in just one afternoon using SAY MULT, and had a great time doing it!

After using the LEARNING TABLES mode, the PRACTICE mode is used to see if the tables were really learned. The table cycles through in order without the result and the child gives the answer.

Once the youngster feels comfortable with the PRACTICE mode, there's the CHALLENGE mode to get through! This time, problems are presented randomly (although still in the same table) and a score is kept until 20 right answers are made. If the score is less than 87%, the child is instructed to practice this table some more; if the score is 87% or better, the same table is presented as random DIVISION problems! If the youngster can make it through all this, the child KNOWS that table well!

Although SAY MULT is a very simple, straight-forward program, there are several things to note. First, the title screen uses two font sizes and it's alternating multi-colored. Pretty neat, huh, and it only took 6 lines to do the whole thing! This is really a standard GRAPHICS 2 screen with a text window. The difference is, the background of the text window was changed from the normal blue to black with the SETCOLOR command in line 1 to make it blend in with the graphics window. The POKE 752,1 turns off the cursor to tidy up the screen. Use a GRAPHICS call or POKE 752,0 to turn it back on.

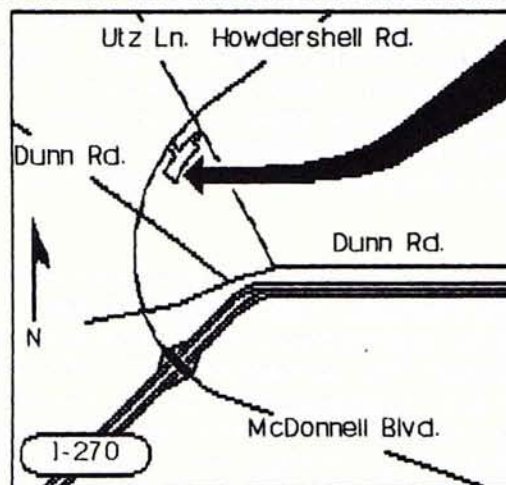
Graphics mode 2 gives you the multicolored lettering by simply using upper case, lower case, inverse upper case, and inverse lower case in the program lines (although they all show up on screen as upper case). This technique is used throughout, so be sure to enter the program EXACTLY as listed, including the spacing! The normal PRINT command (abbreviated as ?) prints only in the text window and not the graphics window. To print to the graphics window, you must print to the #6 device (which is what the operating system calls the graphics window) by using PRINT #6 (or, ? #6). Don't forget the semicolon before the quotes. The SAY MULT title is printed in multi-colors to the graphics window by looping through lines 4 and 5, which alternate the use of upper and lower case letters in the title in each line. After being dazzled once by the title screen, you can change the delay loops in lines 4 and 5 to 10 or something so it will zip on by and not bore your child! Finally, the trick of multiple fonts on one screen is completed in line 2 by PRINTing the author's name in the text window in standard GR.0 mode.



# Randall's Home Computers

**We now have the SX212 modems in stock! The SX212 runs both 300 and 1200 baud and is Hayes compatible. It will connect directly with the ST and soon will be able to connect directly to the 8-bit Atari's also. With your club discount the SX212 is only \$89.96!**

**Music Construction Set, Tracker, Bard's Tale, Barbarian, and Pinball Wizard are all available and in stock now for the ST! Stop by and get a demonstration of any of these great programs.**



**WE ARE HERE IN  
HOWDERSHELL PLAZA**

**Randall's Home Computers  
6166 Howdershell Rd.  
Hazelwood, MO 63042  
Phone: 895-8862**

## **HOURS:**

**10:00-8:00 MON-THU  
10:00-9:00 FRI  
10:00-6:00 SAT**



# SAY MULT

## CONTINUED

Since this is a program designed for children, it is very important to make the program crash-proof. The BREAK key is the first thing that needs taking care of. Disabling the BREAK key would be very easy to do with a few POKES (line 7000), except that those locations get reset by PRINT, CLEAR SCREEN or GRAPHICS calls. That problem is solved by the use of the 'BREAK-DISABLE' subroutine at line 7000; you will find GOSUB 7000's strategically placed throughout to turn off the BREAK key after an offending command.

The other way for a child to crash a program is to input something wrong, such as a letter for a variable when a number is expected. The TRAP statement is used to prevent an error message from crashing the program. The TRAP statement sets a trap for the error, catches it, and goes to the line number following the TRAP command. Usually, that line number is the number of the line the TRAP is in, as in line 40. If a non-numeric input is entered for A, an ERROR 8 is generated; the ERROR activates the TRAP and sends the program back to line 40 for a second time. This will continue until a proper input is made. Note that the TRAP is re-set as line 40 is executed again -- once a TRAP is sprung, it must be re-set! Sometimes, the line number will point to a different line than the TRAP line, like in line 5050; there, the TRAP sends the program back to line 5030 to re-display a message before getting another input.

A TRAP will remain set throughout a program until another TRAP statement is encountered or the TRAP is turned off. TRAPS are turned off by TRAPPING to a line greater than 32766; a TRAP 40000, like in line 5000, has become the standard way to turn off a TRAP.

Other tips: If the learning mode is too fast or slow, change the 200 in line 2050. A left-pointing up-arrow (like in line 50) is the CLEAR SCREEN command and is entered as, ESC CTRL CLEAR. If your child wants to practice the DIVISION without wading through the multiplication challenge, LOAD in the program but do not RUN it. On the line after the READY prompt, type, A=(whichever table desired):GOTO 6000 (for example, A=8:GOTO 6000). SAY MULT could be changed to 'SAY ADD' by changing the operators in lines 1010, 1030, 2040, 5030, 5050, 6030, and 6035, and by changing all the references to multiplication and division to addition and subtraction.

I hope this get your youngsters off to a quick start this school year, and I hope they have fun learning!

(P.S. I'm sure others of you in the club have little programs like this that you've written and forgot about that would be helpful to others. Let's dig them out and send them in! Let's bring some programming back to our newsletter!)





# SAY MULT THE PROGRAM

```

1 GRAPHICS 2:SETCOLOR 2,0,0:POKE 752,1:GOSUB 7000
2 ? " by Charles Robinson 1987"
3 FOR I=1 TO 10
4 POSITION 6,5: ? #6;"Say MULT":FOR J=1 TO 200:NEXT J
5 POSITION 6,5: ? #6;"Say Mult":FOR J=1 TO 200:NEXT J
6 NEXT I
20 GRAPHICS 2:POSITION 7,3: ? #6;"WHICH MULTIPLICATION TABLE (1 THRU 12) DO YOU WANT TO DO ?"
30 GOSUB 7000
40 TRAP 40: ? INPUT A
50 IF A>12 OR A<1 THEN ? "ENTER A NUMBER BETWEEN 1 AND 12!":FOR I=0 TO 1000:NEXT I:GOTO 20
60 ? #6;"K": ? "enter: 1 LEARNING TABLES 2 practice 3 THE challenge"
70 TRAP 70:INPUT Z:IF Z=3 THEN 5000
80 IF Z=2 THEN 1000
90 IF Z<>1 THEN 60
100 GOTO 2000
1000 FOR I=0 TO 12:GRAPHICS 2:GOSUB 7000
1010 POSITION 5,4: ? #6;A;" X ";I;" = "
1020 TRAP 1020:INPUT S
1030 IF S<>A*I THEN POSITION 1,1: ? #6;"TRY AGAIN":FOR K=1 TO 800:NEXT K: ? #6;"K":GOTO 1010
1040 POSITION 13,4: ? #6;S
1050 POSITION 1,1: ? #6;"that's right!":FOR L=1 TO 500:NEXT L: ? #6;"K"
1060 NEXT I
1070 GOTO 20
2000 ? #6;"K": ? " SAY THE FOLLOWING Multiplications OUT LOUD AS fast AS YOU can!"
2010 FOR L=1 TO 1500:NEXT L
2020 FOR K=4 TO 1 STEP -1
2030 FOR I=0 TO 12:GRAPHICS 18:GOSUB 7000
2040 POSITION 5,5: ? #6;A;" X ";I;" = ";A*I
2050 FOR J=1 TO 200*K:NEXT J:NEXT I
2060 ? #6;"K":POSITION 7,5: ? #6;"FASTER!":IF K=1 THEN 20
2065 FOR L=1 TO 500:NEXT L:NEXT K
2070 GOTO 20
5000 TRAP 40000:SCR=0:TRY=0
5010 FOR M=1 TO 20:T=I
5020 I=INT((RND(0)*13)):IF T=I THEN 5020
5030 T=I:GRAPHICS 2:POSITION 5,4: ? #6;A;" X ";I;" = ":POSITION 0,8: ? #6;"score: ";SCR;" out of: ";TRY
5040 GOSUB 7000
5050 TRAP 5030:INPUT S
5060 IF S<>A*I THEN POSITION 1,1: ? #6;"TRY AGAIN":FOR K=1 TO 500:NEXT K: ? #6;"K":TRY=TRY+1:GOTO 5030
5070 POSITION 13,4: ? #6;S
5080 SCR=SCR+1:TRY=TRY+1:POSITION 1,1: ? #6;"that's right!":FOR L=1 TO 500:NEXT L: ? #6;"K"
5090 NEXT M
5100 ? #6;"score: ";SCR;" out of: ";TRY
5110 F5CR=INT(100*(SCR/TRY)+0.5):POSITION 1,3: ? #6;"final score = ";F5CR
5120 IF F5CR>87 THEN 5150
5130 ? #6;" YOU NEED MORE PRACTICE ON MULTIPLYING BY ";A:FOR J=1 TO 2000:NEXT J
5140 ? #6;"K":GOTO 20
5150 POSITION 1,5: ? #6;"excellent!!! YOU ARE NOW READY FOR DIVISION PRACTICE -good luck!"
5160 FOR L=1 TO 2000:NEXT L
6000 TRAP 40000:SCR=0:TRY=0
6010 FOR M=1 TO 20:T=I
6020 I=INT((RND(0)*13)):IF T=I THEN 6020
6030 T=I:GRAPHICS 2:POSITION 8,4: ? #6;" ":POSITION 8,5: ? #6;" "
6040 POSITION 7,5: ? #6;A:POSITION 9,5: ? #6;A*I:POSITION 0,8: ? #6;"score: ";SCR;" out of: ";TRY
6050 GOSUB 7000
6060 TRAP 6030:INPUT S
6070 IF S<>I THEN POSITION 1,1: ? #6;"TRY AGAIN":FOR K=1 TO 500:NEXT K: ? #6;"K":TRY=TRY+1:GOTO 6030
6080 POSITION 10,3: ? #6;S
6090 SCR=SCR+1:TRY=TRY+1:POSITION 1,1: ? #6;"that's right!":FOR L=1 TO 300:NEXT L: ? #6;"K"
6100 NEXT M
6110 ? #6;"score: ";SCR;" out of: ";TRY
6120 F5CR=INT(100*(SCR/TRY)+0.5):POSITION 1,3: ? #6;"final score = ";F5CR
6130 IF F5CR>87 THEN 6160
6140 ? #6;" YOU NEED MORE PRACTICE ON DIVIDING BY ";A:FOR J=1 TO 2000:NEXT J
6150 ? #6;"K":GOTO 50
6160 POSITION 1,5: ? #6;"excellent!!! YOU ARE NOW READY FOR ANOTHER PRACTICE -good luck!"
6170 FOR L=1 TO 2000:NEXT L
6180 ? #6;"K":GOTO 20
7000 POKE 16,112:POKE 53774,112:RETURN

```



October

## VEEPS Bleeps

Well, the year is almost gone and election time has rolled around. We will be asking for nominations (volunteering will be accepted) from the members. The offices that are filled by election are President, Vice President, Treasurer, Secretary and the Newline Editor. We will accept nominations and in November we will hold a vote at the general meeting to elect these officers. The only requirements are the willingness to help, a monthly executive meeting and a liberal helping of elbow grease. If you want any information of specific duties of any office, feel free to ask at the meeting. The October and November meetings are important ones to attend. If for some reason you can not attend and would like to have your name added to the nomination, drop us a line and your name will be added.

The general meeting will be varied this month, there will be some communication files shown, there will be some word processors demo'ed and if you have a new 8 bit or ST game you would like to show everyone. Please bring it to the meeting. We still have a problem getting the latestest dope on the 8 bit software, we need help there to balance the meetings.

NOW FOR SOMETHING VERY, VERY IMPORTANT!!!! The SIG meetings have been poorly attended as of late. In particular the ST, GFA and TelCom meetings have been depressing! We are going to hold a short talk about them. We seem to fall into the trap of showing software and nothing else! No help, nothing is learned except what is the newest game. Do we need to change the format? Make it into a help and learning session? Well come to the meeting with you views, those are the ones that make the club tick, the officers are just the cab drivers, you the membership need to give us the destination and with some luck we will get you there.

## HELP WANTED

EXECUTIVE OFFICERS IN DESPERATE NEED  
OF MEMBER HELP. MEMBERS VERSED IN NEW  
8 BIT AND ST SOFTWARE RELEASES. MEMBERS  
VERSED IN THE USE OF PROGRAMS RANGING  
FROM GAMES, WORD PROCESSORS, DATABASES  
COMMUNICATION FILES OR ANY OTHER SOFTWARE  
WANTED. IF YOUR A GOOD PROGRAMMER, HOW  
ABOUT A HELP SESSION WITH OTHER MEMBERS?  
CONTACT: ANY OFFICER AT ACE-STLI



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# PRINT SHOPPING



Our September "Print Shop" disk release has 128 icons. They come to us from Kansas City, via Jim Biggerstaff. This is one of the most carefully crafted club disks I have ever seen. It required no touchups whatsoever. Included on disk are a complete illuminated alphabet and a complete set of simplified Zodiac signs. The flip side contains the Turbo Basic (XL & XE's only) version of August's improved Print Shop Utilities.

October's "Print Shop" release has 112 icons. A large portion are from Salt Lake City Ace, donated by Sandra Ankrah. We also have contributions from Jim Buchholz, Chet Walters, Mike Mason and some which I drew. Side two is a really neat program. It is a public domain "Print Shop" graphics editor which does not take 64 K like "Print Shop Companion". (Yea! Revenge of the 48 K machines!)

I expected a really bare-bones editor which supported only joysticks. This one handles joystick, Koala Pad and mouse and includes the MAC source code to write in your own driver if you are a knowledgeable programmer. I expect those with Atari Touch Tablets will be able to modify the program easily.

The graphics editor works pretty much like the Micro-Illustrator (Koala and Atari Artist) software. You simply position the cursor on the square which you want to use and click the fire button on joystick or pad. Unlike the others, however, it includes optional keyboard commands to speed up the process. It contains 8 fills, 6 of which can be redesigned and saved for further use. It has the usual "Circle", "Disk", "Square", "Rectangle", "Line", and "Draw", commands. It also has logical "Either/Or" commands. (Not being too logical, I have used this one rarely.) Also included are "Undo", and a horizontal, vertical and 4 way "Mirror" command. An added attraction is a "Capture" function which allows you to repeat an area of your picture or flip it horizontally or vertically. This is a feature which is not even included in "Print Shop Companion". I would like to have seen a "Move" function, which "Companion" supports, but for the money, this is nitpicking. Complete docs are included. Just use the "C" function of DOS and copy to printer.

And now for a little talk about buying club disks. First, I know we have been spoiled because our club frequently buys public domain P.S. software and then sells it to us at practically the cost of the disks. The cost of the above Graphics Editor utility was \$10.58. We, on the other hand, can buy this disk plus 100 graphics for only \$3.00. These sales mean the club can invest in more blanks to make more public domain disks available. I know it is a temptation to copy your friend's club disk but try to resist. (Yes, I HAVE done it, and I'm SORRY! I won't do it anymore.) We need the money for our club.

On the subject of buying commercial (shudder) "Print Shop" disks, there are two nice disks on the market for around 7 or 8 dollars apiece. They are "Printer's Devil" and "Printer's Patriot". Although "Printer's Patriot" has more icons, "Printer's Devil" has some interesting features, such as 3 sizes of graph grids. I found both of these disks to be good buys. Talk to Tim or Jeff Randall about ordering. I can show you the icon docs if you are interested.

Did anyone order anything from "No Frills" software, (reviewed in July ACE Newsline issue)? I am especially interested in seeing what the "Christian Signs and Symbols" icons look like, as Mr. "Frills" only printed a few on the flyer he sent out. If you know anything, get in touch with me. I am willing to buy, but not sight unseen. There were some really good buys from that company also. They are not public domain, however, so you will not see them on our club disks. Thanks for your help!

Joan Ryan



# CUSTOM LABELS WITH PUBLISHING PARTNER

So you back up your favorite software, you take your trusty ballpoint pen and grab your favorite Red label and scribble... PUBLISHING PARTNER-COLOR BACKUP across the face of the disk. About 53 red labels later, you fumble through 53 disks looking for you publishing partner. Worse yet it takes you longer to find your Star Raiders disk than it does to boot it. Your freinds come by and peer into your disk storage (which ranges from some nice teak holder to a drawer full of disks. Of course 71.2% of them do NOT have a label. You of course can pick them out al la Kreskin. Lets see, the First word disk has a scratch on the left side bottom... Hmmmmmm there it is! Of course we have plenty of label programs, that list all 97 files you have on your work processing disk, unreadable. So what is a file junkie to do?

Well being bored with nothing to do on a rainy saturday, I decided to fool with some new fonts on Publishing Partner ( thank you softLogik ). When creating a new document to fool with, I started thinking about the User Function on the new document menu. Hmmmmm I had just bought some new lables for my disks from Randalls. So I set up a 3" x 3" document. I fooled around with the column size. I 'experimented' and ended up with a document as follows:

USE LABELS FOR 3 1/2" DISKS  
DOCUMENT SIZE: 3" X 3"  
LEFT MARGIN : .125"  
RIGHT MARGIN : .675"  
TOP MARGIN : .500"  
BOTTOM MARG : .375"

Now you will have to vary the right and left margins to your printer. If you use a seven point font as the first line, it will fit right on the spine of your disk, just experiment with it and you will come up with some 'Professional' labels! See the examples below for the 'look', the labels are worth the effort. They really clean up the disks. Good luck and if you have a question feel free to ask! Jim\*Gateway

PUBLISHING PARTNER - COLOR

**Publishing  
Partner**

**COLOR**

BACKUP/SER \*XXXXX/XXXX  
**WORK DISK**

COLUMBIA SEVEN POINT FONT

**♂TURN  
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MIX YOUR FONTS  
USE BOXES  
FILLS  
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FLASH ver 1.1

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## **RATTY'S Rap - OCTOBER 1987**

You may be wondering, for starters, why there is a double quote in Ratty's Rap, instead of a single quote. Well, I'm using Tempus from Eidersoft, the superfast, superfancy text editor. The program is indeed fast, and impressive - BUT they forgot to decode the single quote, or apostrophe, key. What a drag! I can define a function key as a single quote and get by that way. This glitch has already been fixed, I just have not had the time to send for it yet.

Tempus is incredibly fast, and very powerful. Anything that can be done from the mouse can also be performed from the keyboard. The thing I positively HATE about Tempus is its IDIOTIC user interface! If up arrow and down arrow move up and down a line - what would you expect shift-up and down arrows to do? The SAME thing! What about control-up and down arrows? SAME thing! Guess what it takes to do a page UP? Control-R (for what, Reverse page? how incredibly mnemonic and logical of them). Page down? Oh, that is control-C (for Continue to next page?). This is uniquely stupid, and typifies Eidersoft's use of keyboard commands. For some insane reason, they chose to model their key commands after Wordstar 2000.

Wordstar is a rather unpopular (it is OLD, very user UNFRIENDLY, and has been replaced by hundreds of better editors) word processor for the IBM PC computers. WHY do they use its keyboard command format? If that is what WE wanted we would own the IBM PC and tolerate its user UNFRIENDLY ethic. (You ever notice how documentation for most PC software comes in ENCYCLOPEDIA sized packages? If it REQUIRES that much documentation, then you can figure on spending a year or so learning it - if it is WORTH learning in the FIRST PLACE! Like, give me a break!) Wordstar 2000 is not available for the ST, nor is any "clone" of it. (It is not WORTH cloning.) Why would Eidersoft expect us to be familiar with Wordstar 2000 key command format, or would WANT to learn it ever?!

The keyboard commands can be learned, but it is a major pain in the buns. It is better than micro-Emacs ONLY because it requires fewer keystrokes for most commands, but Emacs AT LEAST makes some mnemonic (e.g. control-X, control-S for SAVE file) sense!

This one POSITIVELY STUPID goof really cripples an otherwise FANTASTIC product. Everything else about Tempus has blinding speed, is bug free, and just plain FUN! Their custom file selector is the BEST I have seen yet! If it were not so FAST, I would have trashed it and gone back to Russ Wetmore's version of micro-Emacs. But, when it comes to doing ANYTHING on a computer, I HAVE THE NEED FOR SPEED. The fact that the user interface of Tempus is just plain ABSURD won't stop me from using it. The single quote glitch and other outright bugs will be fixed. Will the user interface be revamped? I think not. Seldom is the user interface reworked, so long as it functions as implemented.

Wow! I wanted to use Tempus to write Ratty's Rap this month. As soon as the apostrophe glitch nabbed me, I got off on a Tempus Tangent and forgot what was on my mind!

ST-Writer version 2.02 is now in the databases of Delphi. It gives you a file selector and some nice mouse controls, but it is not a complete GEM package. I will be looking at it, as I get to work on the ST-Writer version of my Importer accessory for Publishing Partner.



### **RATTY'S RAP (cont'd)**

The Word Writer version of the Importer accessory is complete (excepting some minor enhancements). I do not know if this will be a free update from SoftLogik, or be sold on a disk with additional fonts or something. It will allow you to take any Word Writer or 1st Word .DOC file and convert it to a special Publishing Partner import file. It will retain ALL attributes of the original text, such as BOLD, UNDERLINE, SUPERSCRIPT, and so on. If LIGHT text is encountered in the conversion process, WW Importer will pop up with a dialog, providing you with one of 11 remapping options. All LIGHT text in the source document may be remapped to BACKSLANT in the output, for example. You can simply map LIGHT to LIGHT, if you prefer. It will come in both ACCESSory and PROGram versions.

The latest news from Atari is that all the new 8bit hardware is in the door (Atari's warehouses). The XEP80 and SX212 should be shipping to dealers now, to be closely followed by the XF551 (360K floppy). The XEGS, revamped 65XE game computer, and a whole passle of video game cartridges should be out in time for Christmas. I noticed just this evening that K. B. Toy and Hobby is suddenly pushing the 7800 and 2600 game systems and cartridges. Venture has recently featured the 2600 system also. It is HIGHLY likely that you will see that lovely XEGS unit, and LOTS of game cartridges for the 8bit Atari computer line in time for Christmas!

That will have to be enough chit chat for this month folks. I must get back to about 8 articles for ANALOG/ST-Log, paying bills, and packing for my trip to Atlanta next week for an exciting convention. (I will be easy to spot if you are there. Just look for the guy with the lapel button that says "I would rather be programming!")

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